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...More MAGIC From MAGICOM!

In the past yeer, Megicom, Inc., (formerly known as Starcom) hit the arcade industry like e tidal wave with the first classically enimated inferactive laser-disc arcade games.

First came "Dragon's Leir," the legendary story of the hapless knight Dirk the Daring on e quesf fo rescue lovely Princess Daphne. "Dregon's Lair" has been heiled throughout the country for helping turn around the financial slump into which the arcade industry had fallen. Affer its introducfion, many companies tried to imitate the winning combination of Totel Resolution Graphics end game-play, all withouf much success.

Now comes Magicom's new gama, "Space Ace," which promises to be an even bigger innovation, e big·ger hit et the arcades, fhan "Dragon's Leir."

With it, the laser-disc will further insfall itself into fhe front lines of arcade hardware as the wave of fhe future. With It, the conversion kifs offered fo arcade operators become a reality and begin to change a system of economics. And with it also comes a streamlined method of operation whereby arcade operators will have at their disposal an entire support system needed so badly in the pest.

FLY WITH ACE

Come fly with superhero Ace and his girlfriend Kimberley through the skies of the universe as they fight evil villain Borf and try to regain control of the Planet Earth.

Ace is suddenly attacked by evil Borf, who changes him into puny Dexter with the dread Infanto Rey, and kidnaps his girlfriend Kimberley. Borf's plan is to take over the Earth by changing everyone into babies. Dexter or Ace's mission, should you decide to accept it, is to struggle to regain Ace's manhood, save Kimberley, de-stroy the Infanto Ray and save Earth.

Players can move the joystick eight ways or use their Weapon/Energizer buttons fo fight back or to energize Dexter into Ace for various periods of time throughout the game. As Ace, the player will have a harder time but will get more points. And only Ace can engage Borf in the final battle to save Earth.

NEW ARCADE SYSTEM

Improvements in "Space Ace" are everywhere. In the technology, the new Pioneer leser disc players offer the dissolution of bleck spaces caused by the search

time of the laser beam on the randomly-accessed point on the disc In addition, the numbers of machines available for the game boxes will be more than adequate this time because an entire industry saw the value of the laser disc from "Dragon's Lair's" success. This means arcade operators will be able to purchase the machines they want without unduly long waiting penods. And the conversion kits, which will be offered first to those arcade owners who already have "Oregon's Lair," will be simple and easy to install and at e frection of the cost of a new game The kits include the new "Space Ace" disc, a newly programmed E-prom and new, colorful merquees for the game box. Also, as e speciel feature, Magicom is offering the arcade owner one of the new, improved laser players in exchange for his presant one if he chcoses.

CONTINUED IMPROVEMENTS

Though there are still many detrectors from the worth of laser disc technology, Magicom is confident that the laser beam will continue to bring new light to tha quality of game-play. With the technology harnessed and continually improving, revelations continue to occur as to the kind of game that can be made. No one has to settle for stick-and-dot graphics eny longer. Now art is possible, and with it, story, charactars, music, dialogue and sound effects — participetory entertainment. And with each new game, there will be new end exciting developments.

The three companies which comprise Magicom take pride in accomplishing this feat. They ere:

—Don Bluth, who did the game design and rich, classical animation;

—RDI, who did the engineering and concepts,

—and Cinematronics, who is doing the merketing end distribution of the game.

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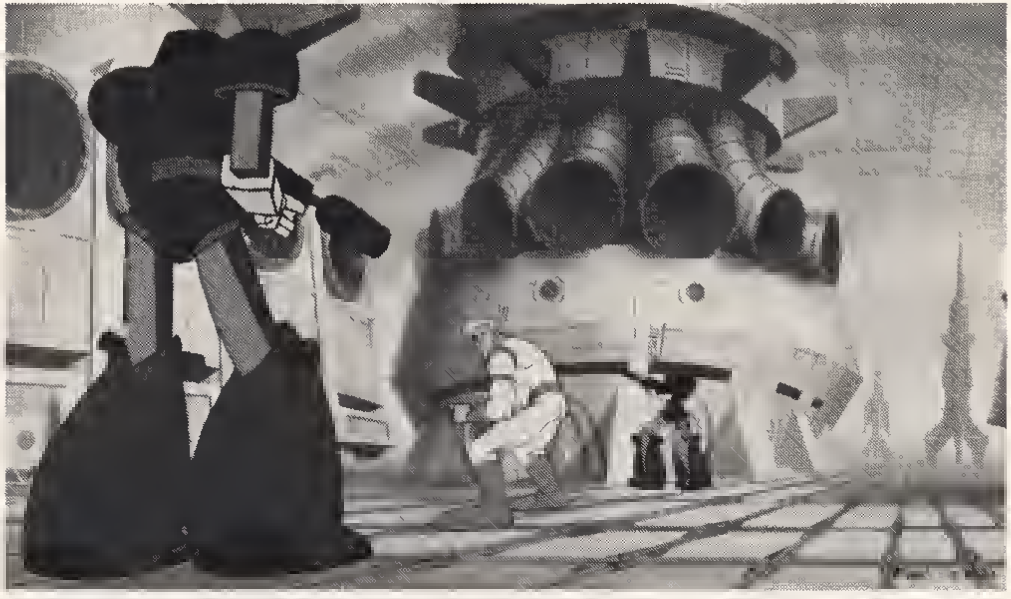

ACE fends off Robot Guards in this scene from "Space Ace," Magicom's newest animated interactive laser disc arcade game featuring classical animation by Don Bluth Studios. RDI programmed and engineered the game. Cinematronics will manufacture and distribute.

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